



SCHOOL OF COMPUTATION,
INFORMATION AND TECHNOLOGY -
INFORMATICS

TECHNICAL UNIVERSITY OF MUNICH

Bachelor's Thesis in Informatics: Games Engineering

**Developing a serious game for an Open-Air
Museum with emphasis on interactive
elements**

Simon Winter

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Museum with emphasis on interactive
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**Entwicklung eines Serious Games für ein
Freilichtmuseum mit Schwerpunkt auf
interaktiven Elementen**

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